Vigour
The model has +1 AP to a maximum of 3 AP during its current, or next activation if the model is not currently active.

Haemorrhage
When the model next activates it immediately suffers 2 WND. This condition will remain in play until it is removed. Any additional Haemorrhage inflicted on a model that is already suffering Haemorrhage, will inflict an immediate 2 WND instead.

Paralysed
A model that is Paralysed has its AP reduced to 0 for its current or next activation. A Paralysed model may still make defensive COM, RAN or ARC rolls if attacked and may still dodge. You must still activate this model during the turn if it hasn't already activated.

Bleed
When the model next activates it immediately suffers 2 WND and Bleed is removed. Any additional Bleed inflicted on a model that is already suffering Bleed, will inflict an immediate 2 WND instead.

Blind
A model suffering Blind may not make Disengaging Strikes, RAN attacks, ARC attacks or gain Charge bonuses until the end of its next activation. Multiple applications of Blind have no additional effect.

Fatigue
The model has -1 AP to a minimum of 1 AP during its current, or next activation if the model is not currently active.

Burn
A model with a Burn is at -1/-1 to its COM, RAN & ARC statistics. Burn will remain in play until it is removed. Any additional Burn inflicted on a model that is already suffering Burn, will inflict an immediate 2 WND instead.

Drain
A model with Drain may not spend MYT until the end of its next activation. Multiple applications of Drain have no additional effect.

Fear
A model wishing to charge a Fear-causing model must first take a SAN test. If they fail, the model does not charge but instead loses 1 SAN and 1 AP. A model being charged by a Fear-causing model must take a SAN test. If they fail, lose 1 SAN.